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NEWS RELEASE

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FOR IMMEDIATE RELEASE

NINTENDO'S NEW 'DONKEY KONG JUNIOR'
PROMISES EVEN MORE EXCITEMENT AND
POPULARITY THAN THE ORIGINAL 'DONKEY KONG'.

SEATTLE, WA., July 19, 1982---As successor to the widely acclaimed Donkey Kong electronic video game, Donkey Kong Junior offers fans a new variation on the adventures of the Kong family. In Nintendo's new game, the original Donkey Kong is being held captive by Little Mario, the brave carpenter, who saved the Beautiful Girl from Donkey Kong last time. Now, he stands guard over the cell in which Donkey Kong is a prisoner.

Enter Donkey Kong Junior. Every bit as clever and adorable as Papa. This time, it is Junior who must climb his way to the top to rescue his forelorn Papa from the steel fortress. Donkey Kong Junior is an exceptionally agile and talented little ape. Players can make him jump in 4 directions and he will slide down a single vine or climb up 2 vines at very high speed.

As Mario's attack brigade of snapping jaws and ape-

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eating birds try to fend off little Junior, Junior must maneuver his way up through the plummeting obstacles. His only means of counterattack is via the Fruit Bombs he drops while on his way up. When he reaches the top, he can take the keys away from Mario and finally free Papa Donkey Kong from his cage.

Donkey Kong Junior has 4 different playboards with varying degrees of difficulty. One or two persons can play and each gets 3 Donkey Kong Juniors per game. However, the operator can adjust this number at his discretion to provide up to 6 Juniors per player. Operator flexibility is further enhanced by the ability to award an extra Junior at any of the following levels: 10,000, 15,000, 20,000 or 25,000 points. Adjustable coinage from \$0.25 to \$1.25 is also possible. Donkey Kong Junior is available in 2 models: Table and Upright.

Minoru Arakawa, president of Nintendo, states, "Donkey Kong Junior is even more exciting than Donkey Kong - with its unusual sound effects, intricate visual imagery and challenging playboards."